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[Abstract] [PDF Full-Text (446KB)] IEEE JNL

#### 2 Building a digital model of Michelangelo's Florentine Pieta

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#### 3 High-quality texture reconstruction from multiple scans

Bernardini, F.; Martin, I.M.; Rushmeier, H.; Visualization and Computer Graphics, IEEE Transactions on , Volume: 7 , Issue: 4 , Oct.-Dec. 2001 Pages:318 - 332

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**10 Image-based object editing**

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**11 Volume warping for adaptive isosurface extraction**

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**12 Implementation of a shadow carving system for shape capture**

*Savarese, S.; Rushmeier, H.; Bernardini, F.; Perona, P.;*  
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#### **2 Computer graphics in art history and archaeology**

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#### **4 High-quality texture reconstruction from multiple scans**

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#### **5 The ball-pivoting algorithm for surface reconstruction**

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**14 Implementation of a shadow carving system for shape capture**

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#### 16 Time-critical rendering of irregular grids

*Farias, R.; Mitchell, J.S.B.; Silva, C.T.; Wylie, B.;*  
Computer Graphics and Image Processing, 2000. Proceedings XIII Brazilian Symposium on , 17-20 Oct. 2000  
Pages:243 - 250

[Abstract] [PDF Full-Text (784KB)] IEEE CNF

#### 17 Rendering on a budget: a framework for time-critical rendering

*Klosowski, J.T.; Silva, C.T.;*  
Visualization '99. Proceedings , 24-29 Oct. 1999  
Pages:115 - 516

[Abstract] [PDF Full-Text (896KB)] IEEE CNF

#### 18 An exact interactive time visibility ordering algorithm for polyhedral cell complexes

*Silva, C.T.; Mitchell, J.S.B.; Williams, P.L.;*  
Volume Visualization, 1998. IEEE Symposium on , 19-20 Oct. 1998  
Pages:87 - 94, 171

[Abstract] [PDF Full-Text (840KB)] IEEE CNF

#### 19 Interactive out-of-core isosurface extraction

*Chiang, Y.-J.; Silva, C.T.; Schroeder, W.J.;*  
Visualization '98. Proceedings , 18-23 Oct. 1998  
Pages:167 - 174, 530

[Abstract] [PDF Full-Text (1140KB)] IEEE CNF

#### 20 I/O optimal isosurface extraction

*Yi-Jen Chiang; Silva, C.T.;*  
Visualization '97., Proceedings , 19-24 Oct. 1997  
Pages:293 - 300, 554

[Abstract] [PDF Full-Text (1040KB)] IEEE CNF

#### 21 Wavelet and entropy analysis combination to evaluate diffusion and correlation behaviours

*Chiou, R.C.H.; Ferreira, M.A.G.V.; Silva, C.T.; Kaufman, A.E.;*  
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Pages:119 - 125

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#### 22 Fast rendering of irregular grids

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Volume Visualization, 1996. Proceedings., 1996 Symposium on , 28-29 Oct. 1996  
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[Abstract] [PDF Full-Text (1064KB)] IEEE CNT

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**23 Automatic generation of triangular irregular networks using greedy cuts**

Silva, C.T.; Mitchell, J.S.B.; Kaufman, A.E.;

Visualization, 1995. Visualization '95. Proceedings., IEEE Conference on , 29 Oct.-3 Nov. 1995

Pages:201 - 208, 453

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[Abstract] [PDF Full-Text (744KB)] IEEE CNT

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**24 Parallel performance measures for volume ray casting**

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Pages:196 - 203

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[Abstract] [PDF Full-Text (620KB)] IEEE CNT

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#### 1 Building a digital model of Michelangelo's Florentine Pieta

Bernardini, F.; Rushmeier, H.; Martin, I.M.; Mittleman, J.; Taubin, G.;  
Computer Graphics and Applications, IEEE ,Volume: 22 , Issue: 1 , Jan.-Feb. 2002  
Pages:59 - 67

[\[Abstract\]](#) [\[PDF Full-Text \(814KB\)\]](#) IEEE JNL

#### 2 Cutting and stitching: converting sets of polygons to manifold surfaces

Gueziec, A.; Taubin, G.; Lazarus, F.; Horn, B.;  
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 7 , Issue: 2 , April-June 2001  
Pages:136 - 151

[\[Abstract\]](#) [\[PDF Full-Text \(1256KB\)\]](#) IEEE JNL

#### 3 The ball-pivoting algorithm for surface reconstruction

Bernardini, F.; Mittleman, J.; Rushmeier, H.; Silva, C.; Taubin, G.;  
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Pages:349 - 359

[\[Abstract\]](#) [\[PDF Full-Text \(936KB\)\]](#) IEEE JNL

#### 4 A framework for streaming geometry in VRML

Gueziec, A.; Taubin, G.; Horn, B.; Lazarus, F.;  
Computer Graphics and Applications, IEEE ,Volume: 19 , Issue: 2 , March-April 1999  
Pages:68 - 78

[\[Abstract\]](#) [\[PDF Full-Text \(1068KB\)\]](#) IEEE JNL

#### 5 Geometry coding and VRML

Taubin, G.; Horn, W.P.; Lazarus, F.; Rossignac, J.;  
Proceedings of the IEEE ,Volume: 86 , Issue: 6 , June 1998  
Pages:1228 - 1243

[\[Abstract\]](#) [\[PDF Full-Text \(336KB\)\]](#) IEEE JNL

#### 6 Implicit simplicial models for adaptive curve reconstruction

Taubin, G.; Ronfard, R.;  
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Pages:321 - 325

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#### 7 Rasterizing algebraic curves and surfaces

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**8 Parameterized families of polynomials for bounded algebraic curve and surface fitting**  
*Taubin, G.; Cukierman, F.; Sullivan, S.; Ponce, J.; Kriegman, D.J.;*  
Pattern Analysis and Machine Intelligence, IEEE Transactions on , Volume: 16 , Issue: 3 , March 1994  
Pages:287 - 303

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**9 Estimation of planar curves, surfaces, and nonplanar space curves defined by implicit equations with applications to edge and range image segmentation**  
*Taubin, G.;*  
Pattern Analysis and Machine Intelligence, IEEE Transactions on , Volume: 13 , Issue: 11 , Nov. 1991  
Pages:1115 - 1138

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**10 New results in signal processing and compression of polygon meshes**  
*Taubin, G.;*  
Shape Modeling International, 2003 , 12-15 May 2003  
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**11 Image-based object editing**  
*Rushmeier, H.; Gomes, J.; Balmelli, L.; Bernardini, F.; Taubin, G.;*  
3-D Digital Imaging and Modeling, 2003. 3DIM 2003. Proceedings. Fourth International Conference on , 6-10 Oct. 2003  
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**12 Volume warping for adaptive isosurface extraction**  
*Balmelli, L.; Morris, C.J.; Taubin, G.; Bernardini, F.;*  
Visualization, 2002. VIS 2002. IEEE , 27 Oct.-1 Nov. 2002  
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**13 BLIC: Bi-Level Isosurface Compression**  
*Taubin, G.;*  
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**15 Dual mesh resampling**  
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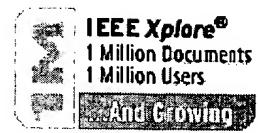


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### 1 Constructing the generalized local Voronoi diagram from laser range scanner data

*Mahkovic, R.; Slivnik, T.;*  
Systems, Man and Cybernetics, Part A, IEEE Transactions on , Volume: 30 , Issue: 6 , Nov. 2000  
Pages:710 - 719

[Abstract]   [PDF Full-Text (300 KB)]   IEEE JNL

### 2 Dense range image smoothing using adaptive regularization

*Yiyong Sun; Joon-Ki Paik; Price, J.R.; Abidi, M.A.;*  
Image Processing, 2000. Proceedings. 2000 International Conference on , Volume: 2 , 10-13 Sept. 2000  
Pages:744 - 747 vol.2

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### 3 A computer-assisted range image registration system for nuclear waste cleanup

*Gagnon, E.; Rivest, J.-F.; Greenspan, M.; Burtnyk, N.;*  
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### 4 Registration and integration of multiple object views for 3D model construction

*Dorai, C.; Wang, G.; Jain, A.K.; Mercer, C.;*  
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[Abstract]   [PDF Full-Text (4712 KB)]   IEEE JNL

### 5 Laser intensity-based obstacle detection

*Hancock, J.; Hebert, M.; Thorpe, C.;*  
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### 6 Graph-based surface reconstruction using structures in scattered point sets

*Mencí, R.; Müller, H.;*  
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**7 Generalized local Voronoi diagram of visible region**

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**8 Animated talking head with personalized 3D head model**

*Chen, L.S.; Huang, T.S.; Ostermann, J.;*

Multimedia Signal Processing, 1997., IEEE First Workshop on , 23-25 June 1997

Pages:274 - 279

[Abstract] [PDF Full-Text (468 KB)] IEEE CNF

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**9 Using PCA to model shape for process control**

*Crida, R.C.; Stoddart, A.J.; Illingworth, J.;*

3-D Digital Imaging and Modeling, 1997. Proceedings., International Conference on Recent Advances in , 12-15 May 1997

Pages:318 - 325

[Abstract] [PDF Full-Text (904 KB)] IEEE CNF

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**10 From images to models: automatic 3D object model construction from multiple views**

*Dorai, C.; Gang Wang; Jain, A.K.; Mercer, C.;*

Pattern Recognition, 1996., Proceedings of the 13th International Conference on , Volume: 1 , 25-29 Aug. 1996

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**11 A computer-assisted range image registration system for nuclear waste cleanup**

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**12 Spatial occupancy recovery from a multiple-view range imaging system for path planning applications**

*Jung, D.; Gupta, K.K.;*

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**13 Fuzzy logic-based data integration: theory and applications**

*Abdulghafoor, M.; Fellah, A.; Abidi, M.A.;*

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**14 Map updating and path planning for real-time mobile robot navigation**

*Stuck, E.R.; Manz, A.; Green, D.A.; Elgazzar, S.;*

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**15 Range-video fusion and comparison of inverse perspective algorithms in static images**

*Morgenthaler, D.G.; Hennessy, S.; DeMenthon, D.;*

*Systems, Man and Cybernetics, IEEE Transactions on , Volume: 20 , Issue: 6 , Nov.-Dec. 1990*

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**16 An operational perception system for cross-country navigation**

*Daily, M.J.; Harris, J.G.; Reiser, K.;*

*Computer Vision and Pattern Recognition, 1988. Proceedings CVPR '88., Computer Society Conference on , 5-9 June 1988*

*Pages:794 - 802*

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**17 Video road-following for the autonomous land vehicle**

*Turk, M.; Morgenthaler, D.; Gremban, K.; Marra, M.;*

*Robotics and Automation. Proceedings. 1987 IEEE International Conference on , Volume: 4 , Mar 1987*

*Pages:273 - 280*

[Abstract] [PDF Full-Text (1024 KB)] IEEE CNF

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Bernardini, F.; Mittleman, J.; Rushmeier, H.; Silva, C.; Taubin, G.;

Visualization and Computer Graphics, IEEE Transactions on , Volume: 5 , Issue: 4 , Oct.-Dec. 1999

Pages:349 - 359

[Abstract] [PDF Full-Text (936 KB)] IEEE JNL

### 2 Spiraling Edge: fast surface reconstruction from partially organized sample points

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### 3 Surface reconstruction in overlapping range images for generating close-surface 3-D object models

Hongbin Zha; Malkimoto, Y.; Hasegawa, T.;

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#### 1 Polyhedral approximation and first order segmentation of unstructured point sets

*Isselhard, F.; Brunnett, G.; Schreiber, T.*

Computer Graphics International, 1998. Proceedings , 22-26 June 1998

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#### 2 A computer graphics program for navigation by stereovision

*Sung, E.; Tan, D.; Phuan, T.L.; Kee, C.W.; Choon, K.K.*

Industrial Electronics Society, 1990. IECON '90., 16th Annual Conference of IEEE , 27-30 Nov. 1990

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*Agris, J.M.; deFigueiredo, R.*

Engineering in Medicine and Biology Society, 1989. Images of the Twenty-First Century. Proceedings of the Annual International Conference of the IEEE Engineering in , 9-12 Nov. 1989

Pages:500 - 501 vol.2

[Abstract] [PDF Full-Text (116 KB)] IEEE CNF

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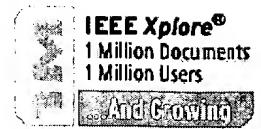
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#### 1 Modelling lossy surfaces using a wire method-of-moments code

Clark, A.R.; Fourie, A.P.C.; Dresel, J.;

Microwaves, Antennas and Propagation, IEE Proceedings - , Volume: 147 , Issue: 3 , June 2000  
Pages:247 - 248

[Abstract] [PDF Full-Text (120 KB)] IEE JNL

#### 2 Robust meshes from multiple range maps

Pulli, K.; Duchamp, T.; Hoppe, H.; McDonald, J.; Shapiro, L.; Stuetzle, W.;

3-D Digital Imaging and Modeling, 1997. Proceedings., International Conference on Recent Advances in , 12-15 May 1997  
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#### 3 Dynamic smooth subdivision surfaces for data visualization

Mandal, C.; Hong Qin; Vemuri, B.C.;

Visualization '97., Proceedings , 19-24 Oct. 1997  
Pages:371 - 377, 562

[Abstract] [PDF Full-Text (764 KB)] IEEE CNF

#### 4 Towards a general multi-view registration technique

Bergevin, R.; Soucy, M.; Gagnon, H.; Laurendeau, D.;

Pattern Analysis and Machine Intelligence, IEEE Transactions on , Volume: 18 , Issue: 5 , May 1996  
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[Abstract] [PDF Full-Text (1280 KB)] IEEE JNL

#### 5 Vapor phase treatment of CdTe/CdS thin films with CdCl<sub>2</sub>O<sub>2</sub>

McCandless, B.E.; Hichri, H.; Hanket, G.; Birkmire, R.W.;

Photovoltaic Specialists Conference, 1996., Conference Record of the Twenty Fifth IEEE , 13-17 May 1996  
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#### 6 Multi-resolution surface modeling from multiple range views

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Conference on , 15-18 June 1992  
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[\[Abstract\]](#) [\[PDF Full-Text \(564 KB\)\]](#) [IEEE CNF](#)

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**7 An information theoretic robust sequential procedure for surface model order selection in noisy range data**

*Mirza, M.J.; Boyer, K.L.;*

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Pages:366 - 371

[\[Abstract\]](#) [\[PDF Full-Text \(444 KB\)\]](#) [IEEE CNF](#)

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#### 1 Shape similarity comparison of 3D models using alpha shapes

*Ohbuchi, R.; Takei, T.;*  
Computer Graphics and Applications, 2003. Proceedings. 11th Pacific Conference on , 8-10 Oct. 2003  
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#### 2 An improved /spl alpha/-Shapes algorithm for geometric reconstruction

*Bin Shyan Jong; Tsong Wu Lin; Wen Hao Yang; Kun Shyan Jong;*  
Distributed Computing Systems Workshops, 2002. Proceedings. 22nd International Conference on , 2-5 July 2002  
Pages:228 - 232

[Abstract]   [PDF Full-Text (335 KB)]   IEEE CNF

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*De-Alarcon, P.A.; Pascual-Montano, A.P.; Gupta, A.; Carazo, J.M.;*  
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Pages:79 - 82 vol.1

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#### 4 Topological persistence and simplification

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*El-Sana, J.; Varshney, A.;*  
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Pages:67 - 72, 519

[Abstract] [PDF Full-Text (1124 KB)] IEEE CNF

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**7 Viewing geometric protein structures from inside a CAVE**

*Akkiraju, N.; Edelsbrunner, H.; Ping Fu; Jiang Qian;*  
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**9 Interval set: a volume rendering technique generalizing isosurface extraction**

*Baining Guo;*  
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**10 Introducing alpha shapes for the analysis of path integral Monte Carlo results**

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[Abstract] [PDF Full-Text (692 KB)] IEEE CNF

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[Three-Dimensional Delaunay Mesh Generation Using a.. - Fleischmann, Selberherr \(1997\) \(Correct\) \(2 citations\)](#)  
 to which their normal vector points. Given a **seed triangle** (taken from the queue) a tetrahedron is  
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[fea1.ansys.com/pub/sowen/imr6/fleischmann97.ps.gz](http://fea1.ansys.com/pub/sowen/imr6/fleischmann97.ps.gz)

[An FPGA Implementation of Triangle Mesh Decompression - Mitra, Chiueh \(2002\) \(Correct\) \(1 citation\)](#)  
 Machines, April 2002. An FPGA Implementation of **Triangle** Mesh Decompression Tulika Mitra, Tzi-cher Chiueh  
[www.ecsl.cs.sunysb.edu/tr/TR101.pdf.gz](http://www.ecsl.cs.sunysb.edu/tr/TR101.pdf.gz)

[Compression-Domain Editing of 3D Models - Tulika Mitra Tzi-Cker \(Correct\)](#)  
 a triangle mesh in a breadth-first order from a **seed triangle**. The vertices of the **seed triangle** form a  
 order from a **seed triangle**. The vertices of the **seed triangle** form a frontier. A frontier is a circular  
[www.ecsl.cs.sunysb.edu/tr/TR129.pdf](http://www.ecsl.cs.sunysb.edu/tr/TR129.pdf)

[Warped Textures for UV Mapping Encoding - Sorkine, Cohen-Or \(2001\) \(Correct\)](#)  
 The process is as follows: an initial **seed triangle** is mapped to the plane as is. Then, we  
 order and growing a patch P around the **seed triangle**. At each step, we find the set T of k  
[www.cs.tau.ac.il/~dcor/online\\_papers/papers/WarpedTextures.pdf](http://www.cs.tau.ac.il/~dcor/online_papers/papers/WarpedTextures.pdf)

[Bounded-distortion Piecewise Mesh Parameterization - Sorkine, Cohen-Or.. \(Correct\)](#)  
 with bounded local distortion. Starting from a **seed triangle** each patch is "grown" incrementally, from the  
 the mesh surface by growing patches around **seed triangles**, until some termination criterion is reached.  
[www.cs.tau.ac.il/~dcor/online\\_papers/papers/sorkine02.pdf](http://www.cs.tau.ac.il/~dcor/online_papers/papers/sorkine02.pdf)

[Compression-Domain Parallel Rendering - Mitra, Chiueh \(Correct\)](#)  
[www.ecsl.cs.sunysb.edu/tr/TR104.pdf.gz](http://www.ecsl.cs.sunysb.edu/tr/TR104.pdf.gz)

[Mesh Compression and Its Hardware/Software Applications - Mitra \(2000\) \(Correct\)](#)  
 . 37 4.4.4 Choice of **Seed Triangle** .  
 .37 5 The impact of dierent choices for the **seed triangle** on compression eciency.  
[www.ecsl.cs.sunysb.edu/tr/TR90.ps.Z](http://www.ecsl.cs.sunysb.edu/tr/TR90.ps.Z)

[Compressing Triangulated Irregular Networks - De Floriani, Magillo, Puppo \(1999\) \(Correct\)](#)  
 in a shelling order (i.e.radially around a **seed triangle**)it encodes each vertex exactly once, and  
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[Compressing TINs - De Floriani, Magillo, Puppo \(1998\) \(Correct\)](#)  
 in a shelling order (i.e.radially around a **seed triangle**)both the compression and the decompression  
[www.disi.unige.it/ftp/person/MagilloP/PS/acmgis-98.ps](http://disi.unige.it/ftp/person/MagilloP/PS/acmgis-98.ps)

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and often create artifacts in the surface. The **ball pivoting** algorithm of [8] was used in the Pieta H. Rushmeier, C. Silva and G. Taubin. The **ballpivoting** algorithm for surface reconstruction. IEEE www.cis.ohio-state.edu/~tamaldey/paper/large/large.pdf

Smooth-Surface Reconstruction in Near Linear Time - Funke, Ramos (2001) (Correct) (1 citation)

time is observed experimentally for the "ball-pivoting" algorithms of Bernardini et al. 5] and of H. Rushmeier, C. Silva and G. Taubin. The **ball-pivoting** algorithm for surface reconstruction. In IEEE www.mpi-sb.mpg.de/~ramos/soda.ps.gz

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Undersampling and Oversampling in Sample Based Shape.. - Dey, Giesen, Goswami, ... (Correct)

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COURSE NOTES 8 CASE STUDY: Scanning Michelangelo's Florentine .. - Sunday August Two (1999) (Correct)

the User Additional Materials Section 7 -The **Ball Pivoting** Algorithm for Surface Reconstruction Section timing for meshing too long. 5-4 The **Ball-Pivoting** Algorithm Fast surface reconstruction from See section 4.3 for further details. The **pivoting ball** is in contact with the three vertices of mesh.caltech.edu/ee148/refs/sg1999courses/08/08.pdf

A Zero-Length Bellows For The Pep-Ii High-Energy Ring - Nordby Daly Kurita (Correct)

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component analysis, which is also used in **region growing** and propagation methods such as Lee, Tang  
surface reconstruction techniques, including Alpha **Shapes** [10]the Crust algorithm [1]and the  
locally. The reconstructed surface is sharper along **edges** and at corner points. We determine the direction  
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 in the entertainment industry. When using **laser range scanners**, for example, individual models are often most hardware rendering ultimately resolves to **triangle** scanconversion even for patches, polygonal 3D with every vertex in the graph (cf. Fig. 6)A **triangle** denotes a face in the graph or the associated graphics.stanford.edu/~dzorin/multires/meshed/sig97.ps.gz

[Surface Reconstruction by Voronoi Filtering](#) - Amenta, Bern (1998) (Correct) (18 citations)  
 is designed for data samples collected by a **laser range scanner**. This algorithm sums anisotropically The algorithm uses Voronoi vertices to remove **triangles** from the Delaunay triangulation. We prove the of the Voronoi ver tices to remove Delaunay **triangles**. The algorithm picks only two Voronoi net.cs.utexas.edu/users/amenta/pubs/3dcrust.ps.gz

[The Ball-Pivoting Algorithm for Surface Reconstruction](#) - Bernardini, Mittleman.. (1999) (Correct) (17 citations)  
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 www.ri.cmu.edu/pub\_files/pub3/feng\_d\_1990\_1/feng\_d\_1990\_1.pdf

[A Simple Algorithm for Homeomorphic Surface Reconstruction](#) - Amenta, Choi, Dey, Leekha (2000) (Correct) (7 citations)  
 points. The point set can be generated by a **laser range scanner**, manually with a contact probe digitizer, following structural theorem. Let T be a set of **triangles** satisfying three conditions, namely, I. T three conditions, namely, I. T contains all **triangles** whose dual Voronoi edges intersect S, II. each www.cs.utexas.edu/users/amenta/pubs/simple.ps.gz

[Reconstructing Surfaces and Functions on Surfaces from..](#) - Bajaj, Bernardini, Xu (1997) (Correct) (4 citations)  
 part might be scannedwith a device like the **laser range scanner**, or points might be measured on its [42, 17, 18, 48, 34, 47, 20]The reconstructed **triangle** mesh can be used as a starting point for a value of the parameter #contains only edges, **triangles** and tetrahedra that connect points that are www.ticam.utexas.edu/CCV/papers/surfalg.pdf

[Reconstructing Textured CAD Model of Urban Environment Using..](#) - Zhao, Shibasaki (2001) (Correct) (3 citations)  
 of Urban Environment Using Vehicle-Borne **Laser Range Scanners** and Line Cameras,in Second Int. Workshop shiba.iis.u-tokyo.ac.jp/pub/publ/.../member/current/zhao/homepage/icvs2001.pdf

[A Triangulation-Based Object Reconstruction Method](#) - Bernardini, Bajaj, Chen.. (1997) (Correct) (2 citations)  
 by recent scanning devices (such as the **laser range scanner**) is dense, in the sense that the the following three phases: 1. Build an initial **triangle** mesh that interpolates all data points, areas of insufficient sam pling. The resulting **triangle** mesh can be used to estimate nor mals at smooth king.ticam.utexas.edu/CCV/papers/four-page.ps.gz

[Multiresolution Model Compression Using 3-D Wavelets](#) - Rein-Lien Hsu And (Correct)  
 eciency. Computerized Tomography **Laser Range Scanner** Mechanical Touch Probes 3-D Scanning approximates these surfaces by a large number of **triangles**, each of which contains 2 Multiresolution of vertex positions and facet properties of 3-D **triangle** data. Taubin [29] proposed the topological ftp.cse.msu.edu/pub/prip/vincent/MSUTechReport/mmc.ps.gz

[Extraction of Feature Lines on Triangulated Surfaces..](#) - Rössl, Kobbelt, Seidel (Correct)  
 be used to clas sify surfaces sampled by a **laser range scanner**. But not only recognition of resp. the froessl,kobbelt,hpseidelg@mpisb.mpg.de Abstract **Triangle** meshes are a popular representation of surfaces

We are using discrete curvature analysis on **triangle** meshes to obtain curvature values in every  
[www.mpi-sb.mpg.de/~kobbelt/papers/morpho.ps.gz](http://www.mpi-sb.mpg.de/~kobbelt/papers/morpho.ps.gz)

Automatic Reconstruction of 3D CAD Models from Digital.. - Bernardini, Bajaj, Chen, .. (Correct)  
data acquisition devices, such as the **laser range scanner**, has made it relatively simple to acquire  
are based on touch probes, optical or **range laser scanners**, and acoustic or magnetic sensors. Touch  
is based on alphashapes to compute an initial **triangle** mesh approximating the object's surface. A mesh  
[king.ticam.utexas.edu/CCV/papers/sharp.ps.gz](http://king.ticam.utexas.edu/CCV/papers/sharp.ps.gz)

SPIN Learning and Forgetting Surface Classifications.. - Keuchel, von.. (1993) (Correct)  
SPIN Learning and Forgetting Surface Classifications with Dynamic  
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<b>1</b> Progressive point set surfaces Shachar Fleishman , Daniel Cohen-Or , Marc Alexa , Cláudio T. Silva <b>ACM Transactions on Graphics (TOG)</b> October 2003 Volume 22 Issue 4 Progressive point set surfaces (PPSS) are a multilevel point-based surface representation. They combine the usability of multilevel scalar displacement maps (e.g., compression, filtering, geometric modeling) with the generality of point-based surface representations (i.e., no fixed homology group or continuity class). The multiscale nature of PPSS fosters the idea of <i>point-based modeling</i> . The basic building block for the construction of PPSS is a projection operator, which maps points in ...	84%
<b>2</b> Session P3: filtering and sampling: Undersampling and oversampling in sample based shape modeling Tamal K. Dey , Joachim Giesen , Samrat Goswami , James Hudson , Rephael Wenger , Wulue Zhao <b>Proceedings of the conference on Visualization '01</b> October 2001 Shape modeling is an integral part of many visualization problems. Recent advances in scanning technology and a number of surface reconstruction algorithms have opened up a new paradigm for modeling shapes from samples. Many of the problems currently faced in this modeling paradigm can be traced back to two anomalies in sampling, namely <i>undersampling</i> and <i>oversampling</i> . Boundaries, non-smoothness and small features create undersampling problems, whereas oversampling leads to too many ...	82%
<b>3</b> Reverse engineering: Tight cocone: a water-tight surface reconstructor Tamal K. Dey , Samrat Goswami <b>Proceedings of the eighth ACM symposium on Solid modeling and applications</b> June 2003 Surface reconstruction from unorganized sample points is an important problem in computer graphics, computer aided design, medical imaging and solid modeling. Recently a few algorithms have been developed that have theoretical guarantee of computing a topologically correct and geometrically close surface under certain condition on sampling density. Unfortunately, this sampling condition is not always met in practice due to noise, non-smoothness or simply due to inadequate sampling. This leads to ...	82%
<b>4</b> Reverse engineering: Surface reconstruction of freeform objects based on multiresolution volumetric method Sergei Azernikov , Alex Miropolsky , Anath Fischer <b>Proceedings of the eighth ACM symposium on Solid modeling and applications</b> June 2003 3D scanners developed over the past several decades have facilitated the reconstruction of complicated engineering parts. Typically the boundary representation of a part is reconstructed from its scanned cloud of points. This approach, however, is still limited and cannot be applied to a family of objects such as thin parts. Recently, new 3D scanning devices have been developed. These devices capture additional information, such as normals and texture, as well as conventional information, includ ...	82%
<b>5</b> Session P4: simplification: A memory insensitive technique for large model simplification Peter Lindstrom , Cláudio T. Silva <b>Proceedings of the conference on Visualization '01</b> October 2001 In this paper we propose three simple, but significant improvements to the OoCS (Out-of-Core Simplification) algorithm of Lindstrom [20] which increase the quality of approximations and extend the applicability of the algorithm to an even larger class of compute systems. The original OoCS algorithm has memory complexity that depends on the size of the output mesh, but no dependency on the size of the input mesh. That is, it can be used to simplify meshes of arbitrarily large size, but the complex ...	80%
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	Jeremy Rowe , Anshuman Razdan , Arleyn Simon <b>Proceedings of the third ACM/IEEE-CS joint conference on Digital libraries May 2003</b>	The increasing power of techniques to model complex geometry and extract meaning from 3D information create complex data that must be described, stored, and displayed to be useful to researchers. Responding to the limitations of two-dimensional (2D) data representations perceived by discipline scientists, the Partnership for Research in Spatial Modeling (PRISM) project at Arizona State University (ASU) developed modeling and analytic tools that raise the level of abstraction and add semantic val ...	
	7 Reverse Engineering: A linear bound on the complexity of the delaunay triangulation of points on polyhedral surfaces Dominique Attali , Jean-Daniel Boissonnat <b>Proceedings of the seventh ACM symposium on Solid modeling and applications June 2002</b>	Delaunay triangulations and Voronoi diagrams have found numerous applications in surface modeling, surface mesh generation, deformable surface modeling and surface reconstruction. Many algorithms in these applications begin by constructing the three-dimensional Delaunay triangulation of a finite set of points scattered over a surface. Their running-time therefore depends on the complexity of the Delaunay triangulation of such point sets. Although the complexity of the Delaunay triangulation of p ...	80%
	8 Smooth-surface reconstruction in near-linear time Stefan Funke , Edgar A. Ramos <b>Proceedings of the thirteenth annual ACM-SIAM symposium on Discrete algorithms January 2002</b>	A surface reconstruction algorithm takes as input a set of sample points from an unknown closed and smooth surface in 3-d space, and produces a piece-wise linear approximation of the surface that contains the sample points. Recently, several algorithms with a correctness guarantee have been proposed. They have unfortunately a worst-case running time that is quadratic in the size of the input because they are based on the construction of 3-d Voronoi diagrams or Delaunay tetrahedrizations which ca ...	80%
	9 The power crust Nina Amenta , Sunghee Choi , Ravi Krishna Kolluri <b>Proceedings of the sixth ACM symposium on Solid modeling and applications May 2001</b>	The <i>power crust</i> is a construction which takes a sample of points from the surface of a three-dimensional object and produces a surface mesh and an approximate medial axis. The approach is to first approximate the medial axis transform (MAT) of the object. We then use an inverse transform to produce the surface representation from the MAT.	80%
	This idea leads to a simple algorithm with theoretical guarantees comparable to those of other surface reconstruction and medial axis approxi ...		
	10 Out-of-core simplification of large polygonal models Peter Lindstrom <b>Proceedings of the 27th annual conference on Computer graphics and interactive techniques July 2000</b>	We present an algorithm for out-of-core simplification of large polygonal datasets that are too complex to fit in main memory. The algorithm extends the vertex clustering scheme of Rossignac and Borrel [13] by using error quadric information for the placement of each cluster's representative vertex, which better preserves fine details and results in a low mean geometric error. The use of quadrics instead of the vertex grading approach in [13] has the additional benefits of ...	80%
	11 Session P1: point-based rendering and modeling: Point set surfaces Marc Alexa , Johannes Behr , Daniel Cohen-Or , Shachar Fleishman , David Levin , Claudio T. Silva <b>Proceedings of the conference on Visualization '01 October 2001</b>	We advocate the use of point sets to represent shapes. We provide a definition of a smooth manifold surface from a set of points close to the original surface. The definition is based on local maps from differential geometry, which are approximated by the method of moving least squares (MLS). We present tools to increase or decrease the density of the points, thus, allowing an adjustment of the spacing among the points to control the fidelity of the representation. To display the point set surfac ...	77%
	12 Session 8: Approximating and intersecting surfaces from points Anders Adamson , Marc Alexa <b>Proceedings of the Eurographics/ACM SIGGRAPH symposium on Geometry processing June 2003</b>	Point sets become an increasingly popular shape representation. Most shape processing and rendering tasks require the approximation of a continuous surface from the point data. We present a surface approximation that is motivated by an efficient iterative ray intersection computation. On each point on a ray, a local normal direction is estimated as the direction of smallest weighted co-variances of the points. The normal direction is used to build a local polynomial approximation to the surface, ...	77%
	13 Session 4: Statistical point geometry Aravind Kalai , Amitabh Varshney <b>Proceedings of the Eurographics/ACM SIGGRAPH symposium on Geometry processing June 2003</b>	We propose a scheme for modeling point sample geometry with statistical analysis. In our scheme we depart from the current schemes that deterministically represent the attributes of each point sample. We show how the statistical analysis of a densely sampled point model can be used to improve the geometry bandwidth bottleneck and to do randomized rendering without sacrificing visual realism. We first carry out a hierarchical principal component analysis (PCA) of the model. This stage partitions ...	77%

**14** The Delaunay tetrahedralization from Delaunay triangulated surfaces

77%

 Sunghee Choi**Proceedings of the eighteenth annual symposium on Computational geometry** June 2002

Given a surface mesh  $F$  in  $R^3$  with vertex set  $S$  and consisting of Delaunay triangles, we want to construct the Delaunay tetrahedralization of  $S$ . We present an algorithm which constructs the Delaunay tetrahedralization of  $S$  given a bounded degree spanning subgraph  $T$  of  $F$ . It accelerates the incremental Delaunay triangulation construction by exploiting the connectivity of the points on the surface. If the expected size of the Delaunay tria ...

**15** Surfaces and photorealism: Delaunay based shape reconstruction from large data

77%

 Tamal K. Dey , Joachim Giesen , James Hudson**Proceedings of the IEEE 2001 symposium on parallel and large-data visualization and graphics** October 2001

Surface reconstruction provides a powerful paradigm for modeling shapes from samples. For point cloud data with only geometric coordinates as input, Delaunay based surface reconstruction algorithms have been shown to be quite effective both in theory and practice. However, a major complaint against Delaunay based methods is that they are slow and cannot handle large data. We extend the COCONE algorithm to handle supersize data. This is the first reported Delaunay based surface reconstru ...

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 Jerome Edward Lengyel  
**Proceedings of the 1999 symposium on Interactive 3D graphics** April 1999

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<b>1</b> Zippered polygon meshes from range images Greg Turk , Marc Levoy <b>Proceedings of the 21st annual conference on Computer graphics and interactive techniques</b> July 1994 Range imaging offers an inexpensive and accurate means for digitizing the shape of three-dimensional objects. Because most objects self occlude, no single range image suffices to describe the entire object. We present a method for combining a collection of range images into a single polygonal mesh that completely describes an object to the extent that it is visible from the outside. The steps in our method are: 1) align the meshes with each other using a modified iterated closest- ...	85%
<b>2</b> From range scans to 3D models Brian Curless <b>ACM SIGGRAPH Computer Graphics</b> November 1999 Volume 33 Issue 4 Each year, we see a growing number of 3D range scanning products on the SIGGRAPH exhibition floor. You may find yourself asking "how do these technologies work?" and "how can I make use of the shape data they produce?" In this article, I will describe a few of the more common range scanning technologies. Then, I will step through a pipeline that takes the range data into a single geometric model and will conclude with a discussion of the future of range scanning.	80%
<b>3</b> Efficient co-triangulation of large data sets Henrik Weimer , Joe Warren , Jane Troutner , Wendell Wiggins , John Shrout <b>Proceedings of the conference on Visualization '98</b> October 1998	80%
<b>4</b> Three-dimensional distance field metamorphosis Daniel Cohen-Or , Amira Solomovic , David Levin <b>ACM Transactions on Graphics (TOG)</b> April 1998 Volume 17 Issue 2 Given two or more objects of general topology, intermediate objects are constructed by a distance field metamorphosis. In the presented method the interpolation of the distance field is guided by a warp function controlled by a set of corresponding anchor points. Some rules for defining a smooth least-distorting warp function are given. To reduce the distortion of the intermediate shapes, the warp function is decomposed into a rigid rotational part and an elastic part. The distance field in ...	80%
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 Bruce Walter , Philip M. Hubbard , Peter Shirley , Donald P. Greenberg  
**ACM Transactions on Graphics (TOG)** July 1997  
Volume 16 Issue 3  
This article presents the density estimation framework for generating view-independent global illumination solutions. It works by probabilistically simulating the light flow in an environment with light particles that trace random walks origination at luminaires and then using statistical density estimation techniques to reconstruct the lighting on each surface. By splitting the computation into separate transport and reconstruction stages, we gain many advantages including reduced memory u ...

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 J. L. Pajon , Y. Collenot , X. Lhomme , N. Tsingos , F. Sillion  
Proceedings of the first symposium on Virtual reality modeling language January 1995

**15** 3D painting on scanned surfaces 77%  
 Maneesh Agrawala , Andrew C. Beers , Marc Levoy  
Proceedings of the 1995 symposium on Interactive 3D graphics April 1995  
We present an intuitive interface for painting on unparameterized three-dimensional polygon meshes using a 6D Polhemus space tracker as an input device. Given a physical object we first acquire its surface geometry using a Cyberware scanner. We then treat the sensor of the space tracker as a paintbrush. As we move the sensor over the surface of the physical object we color the corresponding locations on the scanned mesh. The physical object provides a natural force-feedback guide for painting ...

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